## **AMENDMENTS**

## In the Claims

The following is a marked-up version of the claims with the language that is underlined ("\_\_\_") being added and the language that contains strikethrough ("——") being deleted:

1. (Currently Amended) A method for controlling the presentation of a hierarchical arrangement of items in a window of a graphical user interface, at least one of the items having one or more related sub-items, the method comprising the steps of:

displaying the one or more of the related sub-items of one of the items in response to at least one of:

moving of a cursor over the one of the items and actuating an input button of a

mouse input device as the cursor is located over the one of the items; and

actuating a virtual button associated with the one of the items; and

determining when [[a]] the cursor is moved over the one of the items; and

if the one of the items has one or more related sub-items, displaying a first preview

window comprising the one or more related sub-items.

- 2. (Original) The method of claim 1, wherein the cursor is manipulated by a mouse.
- 3.-4. (Canceled).
- Original) The method of claim 1, further comprising the steps of:
  determining when the cursor is moved over one of the related sub-items in the first preview window; and

if the one of the related sub-items has one or more related second-level sub-items, displaying a second preview window comprising the one or more related second-level sub-items.

- 6. (Original) The method of claim 5, wherein at least a portion of the second preview window is displayed over at least a portion of the first preview window.
- 7. (Original) The method of claim 5, wherein one or more of the related sub-items has one or more related second-level sub-items; and

further comprising the step of:

displaying a second preview window comprising the one or more related subitems.

8. (Currently Amended) A system for controlling the presentation of a hierarchical arrangement of items in a window of a graphical user interface, at least one of the items having one or more related sub-items, the system comprising:

logic configured to:

display the one or more of the related sub-items of one of the items in response to at least one of:

moving of a cursor over the one of the items and actuating an input button of a

mouse input device as the cursor is located over the one of the items; and

actuating a virtual button associated with the one of the items; and

determine when a cursor is moved over one of the items; and

if the one of the items has one or more related sub-items, display a first preview window comprising the one or more related sub-items;

a memory comprising an application supporting a graphical user interface and in which the logic is stored;

a display device configured to support the graphical user interface;

a cursor manipulation device configured to cooperate with the application and for manipulating the cursor with respect to the graphical user interface; and

a processing device configured to implement the logic and the application.

- 9. (Original) The system of claim 8, wherein the logic is embodied in an operating system and initiated by the application.
- 10. (Original) The system of claim 8, wherein the cursor manipulation device is a mouse.
- 11. (Original) The system of claim 8, wherein each of the items comprises a text object and a button.
- 12. (Original) The system of claim 8, wherein the logic is further configured to:

  determine when the cursor is moved over one of the related sub-items in the first
  preview window; and

if the one of the related sub-items has one or more related second-level sub-items, display a second preview window comprising the one or more related second-level sub-items.

13. (Original) The system of claim 12, wherein at least a portion of the second preview window is displayed over at least a portion of the first preview window.

- 14. (Original) The system of claim 12, wherein one or more of the related sub-items has one or more related second-level sub-items and the logic is further configured to display a second preview window comprising the one or more related sub-items.
- 15. (Currently Amended) A system for controlling the presentation of a hierarchical arrangement of items in a window of a graphical user interface, at least one of the items having one or more related sub-items, the system comprising:

means for determining when a cursor is moved over one of the items;

means for displaying the one or more of the related sub-items of one of the items in response to at least one of:

moving of a cursor over the one of the items and actuating an input button of a

mouse input device as the cursor is located over the one of the items; and

actuating a virtual button associated with the one of the items; and

- [[a]] means for displaying a first preview window comprising the one or more related sub-items if the one of the items has one or more related sub-items.
- 16. (Original) The system of claim 15, further comprising a cursor manipulation means for manipulating the cursor with respect to the graphical user interface.
- 17. (Original) The system of claim 15, wherein each of the items comprises a text object and a button.
- 18. (Original) The system of claim 15, wherein:

the means for determining determines when the cursor is moved over one of the related sub-items in the first preview window; and

the means for displaying displays a second preview window comprising the one or more related second-level sub-items if the one of the related sub-items has one or more related second-level sub-items.

19. (Currently Amended) A computer program, which is embodied in a computerreadable medium, for controlling the presentation of a hierarchical arrangement of items in a window of a graphical user interface, at least one of the items having one or more related subitems, the computer program:

logic configured to:

determine when a cursor is moved over one of the items;

display the one or more of the related sub-items of one of the items in response to at least one of:

moving of a cursor over the one of the items and actuating an input button of a

mouse input device as the cursor is located over the one of the items; and

actuating a virtual button associated with the one of the items; and

if the one of the items has one or more related sub-items, display a first preview

window comprising the one or more related sub-items.

20. (Original) The computer program of claim 19, wherein the logic is further configured to:

determine when the cursor is moved over one of the related sub-items in the first preview window; and

if the one of the related sub-items has one or more related second-level sub-items, display a second preview window comprising the one or more related second-level sub-items.